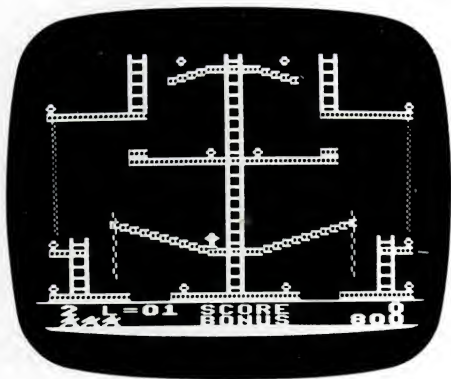# JUMPMAN JUNIOR ™

designed by Randy Glover

The devilish ALIENATORS are back! And they have overrun Jupiter Command Substation. It's up to Jumpman Junior with his speed and jumping ability, to defuse the bombs planted throughout the twelve levels.

Analyze each screen before you begin, but don't take too long, the more quickly you clear the screen the more bonus points you get. Maneuver Jumpman Junior up and down the ladders, ropes, and dumbwaiters. Watch out for the electrocution traps, moving walls, hellstones and the ever present enemy bullets. If you think you can handle all that, be prepared for the hurricane winds that blow you off course every time you jump.

Jumpman Junior has twelve exciting and challenging screens waiting for you with more hazards than can be imagined. If you're good enough to handle all twelve, watch out, random screens with more obstacles will keep appearing until all your lives are gone.

- **12 Screens**
- **8 Speeds**
- **One to Four Players**
- **Ages 8 through Adult**
- **Joysticks Required**

EPYX
COMPUTER SOFTWARE

Strategy Games for the Action-Game Player

EPYX
COMPUTER SOFTWARE

JUMPMAN JUNIOR

Game Design, Program, & Music:
Randy Glover

LOADING INSTRUCTIONS

1. Insert cartridge into computer.

2. Plug joystick into Port #1. (Only one joystick is used, regardless of how many are playing.)

3. Turn power ON.

ABOUT THE GAME…

Jumpman Junior is a game full of variety and suspense. There are 12 different game levels and from one to four players may play. In addition, there are 8 speed levels—you can choose how fast or slow you want Jumpman Junior to move.

The object is to successfully complete all 12 game levels, scoring as many points as you can. You must try and defuse every bomb on each level…before all your lives are lost to the many dangers delivered by the ALIENATORS.

GETTING STARTED

Once you turn the power ON, a preview screen will appear. The preview moves quickly through the 12 different levels you will encounter in the game. The preview will also play if the game is left unattended for 2 minutes.

To begin, press the SELECT key and you will be asked, "NUMBER OF PLAYERS?" Answer this prompt by pressing the OPTION key until it displays the number of players who are entering the game (1-4). Now, press the START key. (To start the game over at any time, hit the SELECT key.)

CHOOSING JUMPMAN JUNIOR'S SPEED

To enter the desired speed for each player, press the appropriate number on the keyboard (1-8). The fastest speed is 1 and the slowest is 8. Once a player selects a speed, the speed is in effect for the duration of the game and cannot be changed. Experiment—play games at different speeds until you can successfully maneuver Jumpman Junior at top speed. *When all speeds are selected, the game will begin.*

PLAYING THE GAME

In the beginning, the game levels 1-12 are played in sequence. If the player(s) completes all 12 levels, the game will then select random levels and the player(s) may continue to play until all their Jumpmen have been defeated.

When there is more than one player, players are prompted before their turns. Each player starts with four Jumpmen (or "four lives"). An additional Jumpman is awarded every time a player scores 7,500 points. When a player successfully completes a level by defusing all the ALIENATOR'S bombs, or if all of his or her Jumpman Juniors have been wiped out, the joystick is passed on to the next player. (The player will begin at the same level.) If all of a player's Jumpmen are killed before he or she completes a level, the player is eliminated from the game. Players who have completed a level and have Jumpmen remaining will move on to the next level.

MOVING JUMPMAN JUNIOR

You move your Jumpman with your joystick. Pushing your stick forward makes him climb up ladders. Pulling your stick back towards yourself makes him climb down ladders. Push the stick left, he moves left...to the right, and he moves right.

Jumpman Junior leaps when you press the red trigger button. If the stick is pushed forward, he will jump straight up (often a necessary maneuver when a bullet comes your way)!

When you press the red button and simultaneously push the stick to the right, Jumpman Junior will leap to the right. Press the button and push the stick left, and Jumpman will jump left. But, beware—if Jumpman Junior leaps short of the structure he is trying to reach, if he jumps off the screen or falls lower than the level from which he started, KABAM...another life will be lost.

SCORING

When your Jumpman Junior reaches a bomb and defuses it, you score 100 points. (Jumpman Junior must actually touch the bomb in order to defuse it.)

After you have successfully completed a level, additional **bonus** points are added to your score for each Jumpman you have left. The number of points you win varies from level to level. **Bonuses** range from 25 points on Level 1, to 300 points on level 12.

SPECIAL HINTS

UP ROPE
Jumpman Junior
automatically climbs
up. He can't go
down this rope.

DOWN ROPE
Jumpman Junior
automatically climbs
down. He can't go
**up this rope.**

JUMPMAN JUNIOR

On the far side of Jupiter lies the Jupiter Command Substation, a valuable outpost of planet Earth. The ALIENATORS, dreaded enemies from beyond our solar system, have already attacked Jupiter Command Station and are now invading the Substation! Can it be saved?

Jumpman, Jupiter's super secret agent, is desperately trying to restore communications at the Command Station. As the promising apprentice to Jumpman, you, JUMPMAN JUNIOR, have received an emergency request to drive back the ALIENATORS. You must defuse the bombs planted throughout the Substation's 12 levels before they explode, crumbling the outpost instantly. Your speed, jumping ability and courage are your only weapons against the enemy.

Using your joystick, you must move JUMPMAN JUNIOR up and down the ladders, ropes and elevators to reach the bombs. Push your joystick button to activate JUMPMAN JUNIOR'S jet boosters to leap away from electrocution traps, moving walls and ever-present bullets. GOOD LUCK! Jumpman — and the entire planet — are counting on you.

HOW TO LOAD YOUR
ATARI ROM CARTRIDGE

1. Pull the lever, located right above the highest row of keys. The door will spring open.

2. Hold the cartridge in your hand with the side having notches on the bottom facing you.

3. Push the cartridge firmly, straight down, into the slot. On the Atari 800, the cartridge should go into the left slot.

4. Close the door. If the cartridge is properly seated in the slot, the door will just close over the cartridge without touching it. Be sure the door is completely closed, or your computer will not operate.

CARTRIDGE
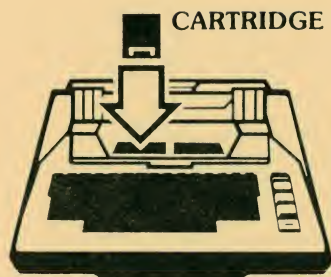
EPYX ™
COMPUTER SOFTWARE

presents

JUMPMAN JUNIOR ™ ®

for the Atari* home computer systems
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EPYX

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